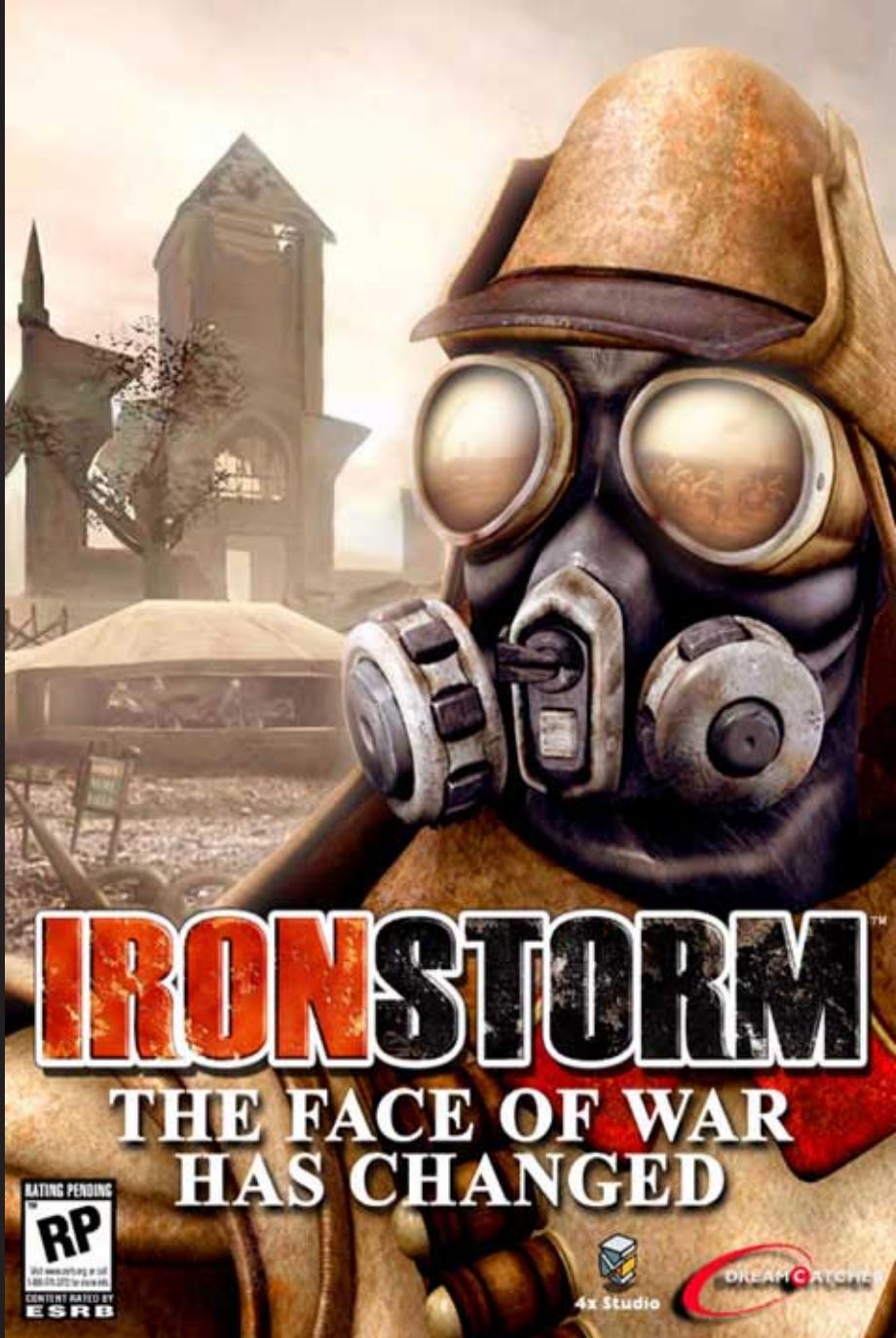


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EPILEPSY WARNING

Please read before using this video game system either by yourself or by your children.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching certain television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY discontinue use and consult your doctor.

Precautions to take in all cases whilst using video game systems:

- ⊕ Do not stay too close to the screen.
- ⊕ Sit a good distance away from the screen, as far away as the length of the cable allows.
- ⊕ Preferably play the game on a small screen.
- ⊕ Avoid playing if you are tired or have not had much sleep.
- ⊕ Make sure that the room in which you are playing is well lit.
- ⊕ Rest for at least 10 to 15 minutes per hour while playing a video game.

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INTRODUCTION

'This delightful and cheery war began in August 1914. It is now March 1964 and, believe it or not, it is still being waged... I was born in a smashed-in bunker, to a mother and father I never knew - it seems like I'm condemned to know nothing other than the twisted side of mankind, whose only concern has been tearing one another's guts out for the past 50 years ...'

The Western and American troops are fighting the troops of a kind of modern-day Genghis Khan: Baron Nikolai Aleksandrovitch Ugenberg. This megalomaniac put a bloody end to the Bolshevik Revolution, then got it into his head to create some kind of a Russian-Mongolian Empire, from the Atlantic to Vladivostok. And believe me, he's not doing things halfway...

Besides that madman, we've got the Western forces financing this dirty war by floating their armies on the market... and, you know, a lot of people have been cashing in on dead soldiers. Germany has been split in two by the front-line for ages now. Half the German population is fighting alongside the Westerners, the other half is on the side of the Russo-Mongolians, and here I sit, living the nightmare of the front lines in this hellhole they call Wolfenbürg, asking myself one very simple question : are they ever going to leave me in peace... "

LIEUTENANT JAMES ANDERSON



INSTALLING & STARTING

INSTALLING

Turn on your PC and insert IronStorm CD-ROM 1 into your CD-ROM drive. Follow the on-screen instructions for installing IronStorm. If DirectX 8.1 cannot be detected on your machine, you will be prompted to install it (DirectX 8.1 is needed for IronStorm to work).

Once IronStorm is installed, you will be prompted if you wish to launch the game. Otherwise, to start a game you will need to insert CR-ROM 2. However, if the game does not start on its own, you can run it yourself through your Windows Start menu or from the shortcut icon created on your desktop during the installation process. A Wanadoo Edition/IronStorm directory has been created in the Programs menu.

Once you're in the IronStorm MAIN MENU, you'll need to use your mouse to navigate within the game's different menus.

UNINSTALLING

To uninstall IronStorm, go to Start, Programs, Wanadoo Edition, IronStorm and click on 'Uninstall IronStorm'.

This menu also gives you access to two other options:

⊕ REPAIR: In case of an installation failure, this option should repair the error.

⊕ MODIFY: You can choose to add or remove the IronStorm videos from your hard drive.

THE MENUS

MAIN MENU

This menu gives you these choices:

- + CAMPAIGN (to play in solo mode)
- + MULTIPLAYER
- + SETTINGS (to get to game options)
- + QUIT

CAMPAIGN MENU

If you chose CAMPAIGN from the main menu, you may choose to begin a NEW GAME or to LOAD A GAME.

Note: the MULTIPLAYER option from the Main Menu IS OUTLINED ON page 24 of this manual.

NEW GAME

Once you've selected NEW GAME, you need to choose your LEVEL OF DIFFICULTY.

LEVELS OF DIFFICULTY

- + EASY: This is an appropriate play mode for beginners, who have either never or almost never played first-person shooting games before. James is quite resilient in easy mode: he can take many bursts of enemy fire without dying right away. Also, James is not vulnerable to "fatal injuries" such as a bullet to the head.
- + NORMAL: This is an appropriate play mode for players who have some experience with first-person shooting games. In normal mode, James is fairly resilient... but all it takes is one bullet to the head or in the neck to kill him.
- + REALISTIC: This is an appropriate play mode for those who play a lot of first-person shooting games, and who have acquired the many moving and aiming reflexes that go along with this type of game. In this mode, damage is realistic - and a lot of enemies you'll meet are just as resilient as you are!

SAVE GAME MENU

CLASSIC SAVE

In-game, select SAVE GAME and then "SAVE" from the pause menu (Esc key). Then enter the name of your save. You may choose to delete a save by selecting its name in the chart, and then clicking on «DELETE». To return to your game, click on "BACK" and then select "RESUME GAME" from the pause menu.

QUICK SAVE AND LOAD

You also have the option of doing quick saves and loads with the shortcut keys.

The default keys are A for "QUICK SAVE" and L for "QUICK LOAD". But you can configure these keys from the CONTROL menu in the SETTINGS menu. With these keys, you don't need to go through the menus to save or load. The quick save creates a save called "QUICKSAVE". Quick saves and loads reduce waiting times to mere seconds.

AUTOMATIC SAVE

For safety reasons, the game automatically saves your campaign at key points in your progress. The save, known as "AUTOSAVE", can be loaded just like any other saves. These are independent saves which will not overwrite your quick saves or your regular saves. You can load them the same way you do a regular save.

+ NOTE: James' Death

When James dies, the camera pans in on his dead body. If you press "PRIMARY FIRE" (default LEFT mouse button), the game automatically loads the last saved game, whether that be a regular, quick or automatic one.

LOAD GAME MENU

If you've played IronStorm and done a save before, you have the option of loading a game from the CAMPAIGN menu. You may also get to the LOAD GAME menu through the PAUSE menu (default ESC button) while you're in-game. After the list of saves displays, select a game name from the chart, then click on "LOAD". Saved game is loading...

PAUSE MENU

You have in-game access to the PAUSE Menu through the ESC key on your keyboard. This menu lets you choose from the following:

- + RESUME GAME
- + LOAD GAME
- + QUIT
- + SETTINGS
- + SAVE GAME
- + REVIEW MESSAGES
- + MAIN MENU

If you just want to pause the game, you can also press the P key (default).

THE MENUS (CONTINUED)

SETTINGS MENU

If there are properties of the game you would like to modify, run the SETTINGS menu from the MAIN MENU. This menu is also available in-game through the PAUSE menu (the ESC key on your keyboard).

- + CONTROLS: This menu allows you to configure your own settings and shortcut keyboard for play.
- + AUDIO: This menu lets you modify the various sound effects of the game.
- + VIDEO: This menu lets you configure the video properties of the game.
- + ADVANCED: This menu lets you turn on or off certain game properties that take up a lot of resources that can affect rendering on less powerful computers.
- + LANGUAGE: This menu lets you choose the language used in menus and subtitles.

THE "ABC'S" TO BEING A GOOD SOLDIER

MAIN DEFAULT CONTROLS

You may change these settings at any time in the CONTROLS menu, which you can get to through the SETTINGS menu.

+ Control head and turn body:	MOUSE
+ Move Forward / Move Back:	UP ARROW/DOWN ARROW
+ Step Left / Step Right:	LEFT ARROW / RIGHT ARROW
+ Shoot:	LEFT MOUSE BUTTON (Mouse 0)
+ Secondary fire:	RIGHT MOUSE BUTTON (Mouse 1)
+ Walk:	right CTRL
+ Crouched:	1 (numeric keypad)
+ Crawl:	right SHIFT
+ Lean mode:	MIDDLE MOUSE BUTTON (MOUSE 2) + LEFT OR RIGHT ARROW
+ Get rid of a weapon:	Delete
+ Use flashlight:	F key
+ "Strafe" right or left (make a sideways leap to the right or to the left):	CTRL-key or Alt-key + left-mouse or right-mouse
+ Use an interactive feature:	SPACE BAR
+ Changing camera view (1st person view/3rd person view):	ENTER

INTERFACE

1: LIFE GAUGE



2: CURRENT WEAPON

3: MUNITIONS

4: WEAPONS, MUNITIONS & CAPTURED OBJECTS

5: M.L.U. MESSAGES (MOBILE LINK UNIT)

6: SUBTITLES

1: LIFE GAUGE: This icon shows James' life level. The gauge goes down whenever he is hurt. When the gauge drops to empty, James dies. You have to start the game over, or load a saved game.

2: CURRENT WEAPON: This icon shows the weapon James is currently using. You can scroll through all of the weapons in your inventory using the "NEXT WEAPON" feature or "PREVIOUS WEAPON" feature (mouse wheel by default). James' different weapons will then scroll by. To select a new one, use the "PRIMARY FIRE" feature (LEFT mouse button by default), when you view the icon for the desired weapon.

3: MUNITIONS: These two numbers represent, respectively:

+ The number of bullets remaining, when this number is down to zero, you'll have to reload your weapon before you can fire again, either with the "RELOAD" feature (BACKSPACE button by default) or by pressing the LEFT mouse button (Mouse 0) (primary fire).

You can also use this same command whenever you wish to reload the weapon you are holding.

+ The total number of munitions in the current weapon. When this number drops to zero, you may no longer use the current weapon until you can find new munitions.

4: WEAPONS, MUNITIONS & CAPTURED OBJECTS: An icon appears for a few seconds any time James picks up new weapons, munitions or first aid kits.

5: M.L.U. MESSAGES (MOBILE LINK UNIT): Whenever you receive a M.L.U. message, a blinking icon shows you the face of the person speaking to you (Cecile Newcastle or Colonel Mitchell).

6: SUBTITLES: In the world of IronStorm, James is going to be called upon to meet characters of different nationalities (Americans, Germans, Russians, etc.). All dialog displays in this area.

EQUIPMENT

Equipment management in IronStorm is unique in that it has been designed to be as realistic as possible. So you cannot pick up all of the weapons that you find, you will have to make choices.

James is equipped with 5 storage slots for his weapons, but he will be called upon to use more than 10 different weapons.

If you wish to recover a weapon that uses the same slot as a weapon that you already have, you'll need to get rid of the latter.

So if James is armed with a machine pistol but now you want to use the silencer gun: First you must select the machine pistol, using the "GET RID OF WEAPON" feature (DELETE button, by default). Once you've gotten rid of the machine pistol, the emplacement is free. So you may recover the silencer gun whenever you find one.

The following are the details of each slot:

1: SHEATH

The sheath is placed on the left-hand side of James' belt.
The sheath can hold: THE SABRE.

2: HANDGUN SLOTS

This slots located on James' right leg can hold one-handed use handguns. So it can hold: THE SILENCER, THE MACHINE PISTOL.

3: SNIPER RIFLE SLOTS

This slots, located on the left-hand side of James' back, can hold: THE SNIPER RIFLE.

4: PUMP RIFLE SLOTS

This slots, located on James left leg, can hold: THE PUMP RIFLE.

5: HEAVY WEAPON SLOTS

This slots, located on the right-hand side of James' back, can hold all types of two-handed heavy weapons: THE ASSAULT RIFLE, THE SEMI-AUTOMATIC RIFLE, THE CONSPIRACY GUN, THE ROCKET LAUNCHER, THE GRENADE LAUNCHER.

6: BACKPACK

James is wearing a backpack, in which he can store: GRENADES, MINES, MUNITIONS.



DIFFERENT VIEWS

You can play IronStorm using two different types of views:

- + The "first person view" (2)
- + The "third person view" (1).

These two views complement one another and should be used in tandem so as to finish the game in the best possible conditions. Therefore you shouldn't hesitate to toggle back and forth between these two views, in order to be using the most appropriate view for a given situation.



The "third person" view is useful in all exploring phases, and especially for spotting potential enemies



The subjective view is useful for combat and in places where only limited motion is possible, like narrow corridors.

- + To change views, you must use the "1st/3rd PERSON view" feature (ENTER key by default)

MOVING & EXPLORING

MOVEMENT MODES

In IronStorm, James has 5 different ways to move about:

- + RUN
- + WALK
- + CROUCH
- + CRAWL
- + JUMP

James runs by default, but you mustn't hesitate to use the other movement modes, which are slower but which allow you to be much less obtrusive. Also, some modes allow greater stability therefore increasing James' shooting accuracy (cf. Combat).

USE LADDERS

If you want James to climb a ladder, stand in front of the ladder and get as close to it as you can. When you make contact, hold down the "USE" feature for a few seconds (SPACE BAR, by default). James then gets on the ladder and waits. Then use the directional keys to go up or down. You climb down a ladder using the same procedure, except that James' feet must be nearly touching the top of the ladder.

- + NOTE: James cannot shoot from a ladder, which can make him an easy target for enemies. He can, however, use the ladder while keeping a weapon in his hand.

LEANING

Leaning is a very useful feature for exploring places without being seen. When James leans his head forward (into the corner of a corridor, for example) he may see enemies without being seen.

- + NOTE: James cannot shoot when he's leaning his head forward.

To use this feature, hold down the « LEAN MODE » button (by default, the middle button on the mouse). To steer your line of sight you must use the "STEP LEFT / STEP RIGHT" keys (LEFT/RIGHT ARROWS, by default).

USE INTERACTIVE ELEMENTS

In IronStorm, you will sometimes need to use interactive elements, such as buttons or levers. To activate one of these elements, put James in front of it and press the "USE" key (SPACE BAR, by default). Certain parts of the background can be destroyed, such as, for example, the railings on ventilation shafts.

COMBAT

ENDURANCE AND ACCURACY

Besides the actual weapon features, several other factors influence shooting accuracy during combat:

+ ENDURANCE

Any time James is running, he becomes out of breath and his shots lose some of their accuracy. He must stay still for several moments to regain maximum accuracy.

+ SHOOTING POSITION

James accuracy is very much influenced by the different shooting positions he can adopt. In fact, the longer James is in a stable position, the better his accuracy is. So, he doesn't shoot as well in a standing position as he does in a crouching position, and in a crouching position he doesn't shoot as well as he does in a lying position.

LOCATING WOUNDS

Each body part has a different way of responding to injury in IronStorm. So a shot in the enemy's arm will do less damage than one in his torso. Shooting someone in the head or the neck is always fatal, no matter what degree of damage the weapon in question under normal circumstances. This property is particularly useful for killing an enemy with a silencer.

+ NOTE: James may also meet enemies wearing armour. Damage localization doesn't apply to them.

GRENADES

James will be called upon to gather different grenades throughout IronStorm. Don't hesitate to use them, as they can be very effective for killing or blocking groups of enemies.

To throw a grenade, hold down the "PRIMARY FIRE" feature (LEFT mouse button, by default). A countdown will start (metallic-sounding clicks). On the fourth click, the grenade explodes. In order to take your enemies by surprise, it's a good idea to wait until the end of the countdown so that they don't have enough time to get away from the incoming grenade. Obviously, though, you should not wait too long or the grenade might end up blowing up in James' hand.

James throws grenades with his left hand, which allows him to keep his current weapon in his right hand. Once the grenade is thrown, James can retrieve his current weapon by pressing the "SECONDARY FIRE" feature (RIGHT mouse button, by default).

THE M.L.U.

The Mobile Link Unit is a mini radio receiver that allows allied runners and spies to stay in contact with their HQ.

This small radio hooks on at ear-level, thus offering the considerable advantage of leaving a soldier's hands free. This newly popularised technology was initially conceived to reassure jittery stock market investors, wary after the great depression of 1957.

But its real usefulness has been proven on the field since its invention, and the Russo-Mongolian forces covet this ultra-miniature communication device allowing soldiers to receive strategic information on the front lines, even in the fiercest of battles.

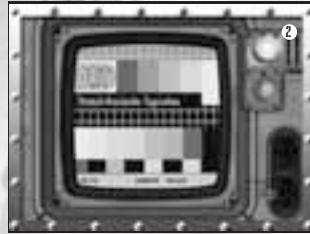
MLU communications are automatic. Whenever your superiors (Cecile Newcastle or Colonel Mitchell) need to give you information, advice or orders, they send you an M.L.U. message. These messages are always of critical importance to the successful completion of your mission. So be sure to take the time to listen to all M.L.U. messages you receive, and to absorb the information they contain.

However, if for some reason you didn't have the time to read a message, or if you want to listen to it a second time, you may check in the REVIEW MESSAGES menu. You can access this history in-game through the PAUSE menu (press the ESC button to get to the PAUSE menu).

THE D.R.T.

The Deutsche-Russische Tageschau is one of the most widely used media in the ruins that are Europe, 1964. This conveyor of propaganda and communication device is used on both sides of the border... Allied spies never miss a chance to use the enemy D.R.T's in order to find out all they can about what the enemy forces are up to.

To use a D.R.T. (1) press the "USE" feature when you're in front of a radio (SPACE BAR by default). Once you're in the D.R.T interface (2) you can use the UP and DOWN arrows to select either the television button (the top button) or the radar button (the bottom button). To press a button, press "ENTER" or the left mouse button (primary fire). Finally, to exit a D.R.T. press the "USE" feature (SPACE BAR by default).

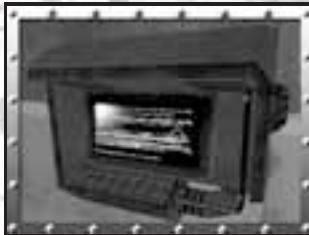


THE I.C.T.'S

In the 1940s, the increased number of combatants along the front lines meant that scientists from both sides sought alternatives to civilian postmen and military dispatch riders. The 'Information and Communication Terminals' became the most commonly used solution and are now to be found everywhere.

They are used to display the latest military orders and memoranda, as well as personal messages. They allow all combatants quick and easy access to required information. Obviously, it also makes life easier for spies!

⊕ To read the content of an I.C.T., press 'USE' when standing in front of one (default setting: SPACE BAR).



IRONSTORM MAIN CHARACTERS

THE ALLIES

JAMES ANDERSON

War orphan, you were born in 1924 to parents you never knew. Army volunteer at 19, you shot up in the ranks, making it all the way to second lieutenant. In 1964, you're still alive and have become a legend in the trenches - you're kept going by just two desires: survival and putting an end to this godforsaken war...

CECILE NEWCASTLE

After a remarkable start to a career, at 36, Cecile Newcastle is captain of the prestigious Royal Highlands Regiment, and immediate supervisor to Lieutenant Anderson. While she has the respect of her men and relatively spotless record, she's still a bit uneasy, knowing that some lobbies are taking advantage of the ongoing war and have vested economic interests in its continuing.

COLONEL MITCHELL

Colonel at age 32, Patrick Nathan Mitchell is one trigger-happy soldier. But his army rank is not solely the result of his high scores hitting live targets. In reality, he also has a knack for making the right friends and doing favours for people in high places. A huge "techie", he loves expensive toys (weapons, equipment, etc.). Unfortunately, his manic depressive tendencies lead him to use these toys quite freely.

THE STORMTROOPERS

The Stormtroopers are the basic allied troops. Originally, the Stormtroopers were composed of all allied armies of the West. 50 years after the start of the war, Europe has trouble finding young recruits these days, so these Stormtroopers, easily recognizable in their blue suits, are mostly Brits and Americans... The Stormtroopers are your allies. Treat them as such and they won't hesitate to fight at your side.

THE RUSSO-MONGOLIONS

THE BARON NIKOLAI ALEKSANDROVITCH UGENBERG

The Baron Nikolai Ugenberg was born in Estonia, in the late 19th century. Profiting from the civil war between the White Russians and the Bolsheviks, he manages to stabilize the Mongolian empire, build a powerful army and take power. Mystic, staunchly Buddhist and inflexible, he is sickened by speculation and European politics. He intends to stretch his empire from Vladivostok to the Atlantic. Far from the traditional image of the tsarist officer and haunted by his dreams of greatness, the Baron is fiercely independent, an extreme rigorist, attached to his troops and cruel beyond all comparison.

THE STURMPIONNERS

The Sturmpionners are the basic Russo-Mongolian troops. This war has dragged on for so long now, that Baron Ugenberg is forced to recruit increasingly young and inexperienced soldiers. In spite of this, these war children have an innate sense of combat and outdo one another in the art of defending their emperor. James must not underestimate their abilities.

THE KAZAKHS

The warriors from Kazakhstan are courageous and dangerous. They rallied behind Ugenberg in the 1930's, and went on to become his elite forces, just as comfortable in the trenches as they are in an urban environment. When you see one of their fur hats go by, look out - you're in for a tough fight.

THE SNIPERKORPS

Since the beginning of the war, the Germans have cultivated a school of formidable snipers. These snipers, in their distinctive caps, are elite shooters with a frightening level of accuracy. They are also a bunch of weasels who can always sniff out the best place to snipe without being spotted...

THE SIBERIANS

The Siberians help to make up the heavy Russo-Mongolian troops. They're tough soldiers who learned the art of war in Siberian boot camps, known for their extremely high draftee mortality rates. Soldiers who are lucky enough to make it out of these camps alive are forever marked by a fierce hatred towards their fellow man, which makes them terrifying enemies.

WEAPONS & USEFUL OBJECTS

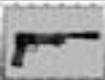
ARMS FACTORY

SABRE

	NAME	DAMAGE	RATE	ACCURACY	RANGE	MAGAZINE	EMPLACEMENT
		AVERAGE					THE SHEATH

The sabre does its damage in hand-to-hand combat. Mostly used to break windows, grating or crates. The sabre also lets you cut the throat of your enemy. To do this, creep up behind your enemy. When you're only centimetres away from him, hit him in the back... he'll die with just one blow.

THE PISTOL

	NAME	DAMAGE	RATE	ACCURACY	RANGE	MAGAZINE	EMPLACEMENT
	SNAKE B.	AVERAGE	SLOW	GOOD	AVERAGE	8	RIGHT LEG

The pistol is not very powerful, and it is a very difficult weapon to use in full combat due to its weak firing rate. Its real value is in the silencer, which allows you to fire without being heard. So this weapon is a must for infiltration phases.

THE MACHINE PISTOL

	NAME	DAMAGE	RATE	ACCURACY	RANGE	MAGAZINE	EMPLACEMENT
	HECKLER & KOCH MP-6	LIGHT	AVERAGE	AVERAGE	AVERAGE	20	RIGHT LEG

The machine pistol is not the most powerful of weapons - a heavier and more deadly weapon is always preferable - but it is nonetheless a good add-on weapon, especially short-range.

THE PUMP GUN

	NAME	DAMAGE	RATE	ACCURACY	RANGE	MAGAZINE	EMPLACEMENT
	REMINGTON M910	AVERAGE	SLOW	POOR	SHORT	4	LEFT LEG

The pump gun is the most formidable weapon for close combat. A pump gunshot from under 3 meters could quite possibly kill a person in one go. However, the pump gun is totally inefficient from over 10 meters away.

THE SNIPER RIFLE

	NAME	DAMAGE	RATE	ACCURACY	RANGE	MAGAZINE	EMPLACEMENT
DRAGUNOV SNAIPEURSKAYA	BIG	VERY SLOW	VERY GOOD	VERY GOOD	5	LEFT SIDE OF BACK	

The sniper rifle is the long-distance weapon par excellence. A sniper bullet to the torso or to the head can kill in one shot. It is equipped with an extremely powerful lens, which you can access using the "SECONDARY FIRE" feature (left mouse button by default). You can adjust the zoom focusing using the "ZOOM IN" and "ZOOM OUT" features (mouse WHEEL, by default only in sniper mode).

THE ASSAULT RIFLE

	NAME	DAMAGE	RATE	ACCURACY	RANGE	MAGAZINE	EMPLACEMENT
MG-36A	AVERAGE	RAPID	AVERAGE	AVERAGE	35	RIGHT SIDE OF BACK	

The assault rifle is the most widely used weapon on the front. This weapon inflicts the most massive damage and has a large magazine that allows it take long bursts of fire. Unfortunately, its accuracy is less than good.

THE SEMI-AUTOMATIC RIFLE

	NAME	DAMAGE	RATE	ACCURACY	RANGE	MAGAZINE	EMPLACEMENT
SIMONOV K-512	AVERAGE	AVERAGE	GOOD	GOOD	10	RIGHT SIDE OF BACK	

The semi-automatic rifle is a happy medium between the sniper and the machine-guns. For mid- and long-range combat, it's the most efficient weapon on the front! Using the "SECONDARY FIRE" feature (RIGHT mouse button, by default), you may access this weapon's zoom. This zoom is not modular like the sniper's. Secondary fire mode dramatically increases firing accuracy, so it is strongly recommended that you use it.

THE HEAVY MACHINE-GUN

	NAME	DAMAGE	RATE	ACCURACY	RANGE	MAGAZINE	EMPLACEMENT
VIVDA KSK	BIG	AVERAGE	AVERAGE	AVERAGE	5	RIGHT SIDE OF BACK	

The heavy machine-gun is the weapon of choice of the Siberians. This machine-gun sprays exploding shell bullets, which are incredibly devastating.

THE CONSORTIUM GUN

	NAME	DAMAGE	RATE	ACCURACY	RANGE	MAGAZINE	EMPLACEMENT
F-JANE 10	AVERAGE	VERY RAPID	GOOD	AVERAGE	50	RIGHT SIDE OF BACK	

This machine-gun is used by the special troops of the Consortium. It's a devastating weapon, both short-range and mid-range! Using the "SECONDARY FIRE" feature (RIGHT mouse button, by default), you may access this weapon's zoom. This zoom is not modular like the sniper's. Secondary fire mode dramatically increases firing accuracy, so it is strongly recommended that you use it.

GRENADE-LAUNCHER

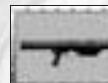
	NAME	DAMAGE	RATE	ACCURACY	RANGE	MAGAZINE	EMPLACEMENT
M203 40MM	BIG	SLOW		AVERAGE	4	RIGHT SIDE OF BACK	

Grenade-launchers allow you to shoot grenades a good distance away.

NOTE: the grenades used by grenade-launchers are not the same as traditional grenades.

Grenades fired this way can be bounced off solid objects to enable you to damage hard to see targets.

ROCKET LAUNCHER

	NAME	DAMAGE	RATE	ACCURACY	RANGE	MAGAZINE	EMPLACEMENT
B-M50	BIG	VERY SLOW	AVERAGE	GOOD	1	RIGHT SIDE OF BACK	

This rocket-launcher is the most damaging weapon in the game. It proves itself quite useful against enemy squads and helicopters. Using the "SECONDARY FIRE" feature (RIGHT mouse button, by default), you may access this weapon's zoom. This zoom is not modular like the sniper's. Secondary fire mode dramatically increases firing accuracy, so it is strongly recommended that you use it.

EQUIPMENT & USEFUL OBJECTS



THE EXPLODING GRENADE (GREEN)

The exploding grenade is the traditional grenade, which causes a mortal explosion over a radius of just over 2 meters.



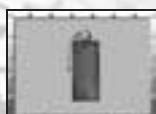
THE "CLUSTER" GRENADE (RED)

The "cluster" grenade is a grenade containing 3 mini-grenades. A first explosion releases the 3 other mini-grenades, which explode shortly afterwards. This grenade causes heavy damage, and its mini-grenades spread panic in the enemy troops, who don't know which way to run.



THE MUSTARD GAS GRENADE

This grenade releases mustard gas that can prove fatal if it is inhaled for too long. While it might be difficult to surprise and kill enemies with a gas grenade, its slow release (close to a minute's time) lets you trap or block them.



THE HALLUCINOGENIC GAS GRENADE

This grenade releases a hallucinogenic gas that causes whoever inhales it to lose their senses. An enemy who has inhaled this gas is rendered incapable of moving about properly or shooting a bullet to the right place, and thus becomes an easy target...



THE ANTIPEOPLE LAND MINE

This mine explodes close to a person. The explosion does enormous damage. Once it is placed, you must get away quickly so as not to set off the explosion of your own mine. The mine can be attached to the floors or vertical surfaces



STATIONARY HEAVY WEAPONS

James can make use of weapons that are fastened to the ground. Some of these devastating weapons can shoot shells, bullet sprays or rockets, and they have huge magazines that do not need to be refilled. To use a stationary weapon, put James in front of the weapon's handles and use the "USE" feature (SPACE BAR, by default). To let go of the stationary weapon, use the same feature again.



THE FLASHLIGHT

James is equipped with a small flashlight, which he carries on his left shoulder. Don't hesitate to use it when it gets dark. To turn on or off your flashlight, press "FLASHLIGHT" (F key, by default).

THE SURVIVAL KIT

Often, James will need to treat his injuries after battles. For this, he must use the first-aid kits, scattered over all parts of the game. There are two distinct types of first-aid kits:

- + the small ones, which restore 1/4 of your life points.
- + the large ones, which restore half of your life points.

THE SUITCASES

In IronStorm, James will come to discover many wooden or metal trunks. These destroyable trunks often contain munitions, first-aid kits, and sometimes even weapons.



MULTIPLAYER

In the MAIN MENU of the game, choose MULTI-PLAYER.

Enter your name in the MULTIPLAYER MENU, select a skin and then join an existing game or choose to create one. .

CREATE A GAME

Fill in the following fields in the CREATE A GAME menu:

+ NAME: Enter the name of your game in this field

+ MODE: Select the type of game you want to take part in (cf. Modes of play)

+ MAP: Select here the map in which you would like to play.

+ MAX. PLAYERS: Enter the number of players you wish to allow take part in your game (max. 32).

+ FRAG LIMIT: Enter the score a player or team must reach to win a game.

THE SCORE CORRESPONDS TO

The number of enemies killed, in "Deathmatch" and "Team Deathmatch"

The number of flags captured AND brought back to the base, in

"Capture the Flag"

+ TIME LIMIT: Enter the time limit (in minutes) after which the player in the lead will be declared the winner.

+ PASSWORD: To play a game between friends, enter the password that all players wishing to join your game must input.

+ FRIENDLY FIRE Check this box if you want shots fired among team-mates to cause damage.

JOIN A GAME

Fill in the following fields in the JOIN A GAME menu:

+ NETWORK: This drop-down menu lets you specify the types of network you want to search for existing games on:

LAN: Lists the games on computers connected directly together.

INTERNET: Lists the games available on the Internet.

<IP OR COMPUTER NAME>: Lists the games available on a specific computer (cf. Specify an IP address).

+ GAMESPY: Join a game hosted by GameSpy.

+ REFRESH LIST: This button lets you refresh the list showing the state of play of current games (depending on the menu's field settings).

+ SPECIFY AN IP ADDRESS: This button lets you enter the IP address (or the name) of the computer you wish to connect to in order to get a list of current games.

+ GAMES TABLE: This table lists all currently accessible games (based on the criteria you selected).

+ ENABLE FILTER: Check this box if you want to filter games based on the below criteria.

USE MODE: If you tick the box next to this menu, the list of current games will only contain games based on the selected game mode (cf. Modes of play).

USE MAP: If you tick the box next to this menu, the list of current games will only contain games taking place in the selected map.

PING LOWER THAN: If you tick the box next to this menu, the list of current games will only contain games whose ping (delay time) is lower than the selected level. If the ping is too high, it will cause the game to jump and hang, disrupting the gameplay.

PASSWORD: If you tick the box next to this menu, the list of current games will only contain games that require players to enter a password in order to take part.

AVOID EMPTY SERVERS: If you tick the box next to this menu, the list of current games will only contain games that have more than one player.

AVOID FULL SERVERS: If you tick the box next to this menu, the list of current games will only contain games that have not reached the maximum number of players.

MODES OF PLAY

DEATHMATCH

In this mode of play, each player is out for him/herself, and everyone must kill everyone. You gain a point for every enemy you shoot down. The first to reach a certain number of points wins the game.

TEAM DEATHMATCH

When you enter a game, you must choose a team (red or blue). Your goal is then to shoot down as many soldiers from the opposing team as possible. Your team earns a point for every enemy soldier you or your team mates kill. The first team to reach a certain number of points wins the game.

CAPTURE THE FLAG

When you enter a game, you must choose a team (red or blue). To earn a point for your team, you must first of all capture the enemy's flag from their base camp and then bring it safely to your base.

+ NOTE: you can't earn a point if your enemies have captured your flag. In this case, you must first of all kill the enemy holding your flag and then pick it up off the ground.

ISOLATION CASE

When you enter a game, you must choose a team (red or blue). To earn a point for your team, you must collect the isolation case (a reinforced metal container holding samples of heavy water) from its randomly chosen location (equidistant from both teams). Once you have found it, you must bring it into the enemy's base camp.

+ NOTE: although the isolation case is made from reinforced metal (and so slows down the character carrying it), it can still be destroyed by explosions. Your team will lose a point if the isolation case is destroyed while in your possession. It is possible to tell how much damage has been done to the isolation case from the 'beeps' it emits at regular intervals. The shorter the gap between these beeps, the greater the damage to the isolation case. The beeps also make it easier to find the isolation case and the character carrying it.

"CONTROLS SPECIFIC TO MULTIPLAYER MODE"

You will find the following keys handy when playing a multiplayer game:

- + Tab (default):** Displays the game scores (also available just before selecting your team).
- + T (default):** Lets you write a message for display on the screens of all your team members.
- + Y (default):** Lets you write a message for display on the screens of all players."

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4X thanks their mums, dads,
children, wives, husbands
and lovers

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PHOENIX3D®

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